



BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed
*"Oh, what a tangled web we weave
When first we practice to deceive!"*
--Sir Walter Scott--



VOLUME VI, #18

15 Oct 98

GEORGES STRIKES!

The problem with Georges was that it just wouldn't go away. We got two and a half days of gusty winds and heavy rain squalls. Indeed the worst came after Georges left the area as the northern half of the county was cut off from the southern half for about 50 hrs by flooding rivers.

The games are trudging along fine with the exception of "Agamemnon" which seems to have a problem with the Orange faction. "Boris XI" could end next time and CIRCUS MAXIMUS should end in December. We'll have to cram "Boris XIII" in starting next issue, along with the expected long reports from ADVANCED CIVILIZATION, the 18xxs, and the AORs.

STANDBY ALERT: Ms Osborne is NMR again and her subscription has lapsed, so...

ADVANCED CIV: Assyria. (Mike Scott has first dibs)

HISTORY OF THE WORLD: Up to three positions available, contact the GM, Kevin Wilson

MAGIC REALM: Fern & Xyla

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Windows NT's myriad failures were highlighted yet again, this time by a near-catastrophic incident uncovered by *Government Computer News*. GCN reported that last fall NT systems running the Navy warship U.S.S. *Yorktown* brought the vessel to its knees when someone typed a zero into a data field. Unable to divide by zero, the ship came to a dead stop and had to be towed to port. The incident was just the most recent of many troubles plaguing Windows NT, which many in the industry now feel is dead in the water." -- Robert Capps

Looks like there will be the near-equivalent of AvalonCon next summer at the Hunt Valley Inn a week earlier than usual. Probably to be called "PlayersCon", they plan to run 100 events, 80-some of which will be legacy from A'Con, the rest to be decided by player interest and GM availability. The Con would mainly feature boardgames and non-collectable card games (so NAVAL WAR, GUERRILLA, and UP FRONT would qualify, but MAGIC would not). RISK, AXIS & ALLIES, and SETTLERS OF CATAAN are good bets to make it.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to John Ringhofer for his press in "Wine Is Fine".

This month's Ms Nar Super-Suds Bomb is lobbed at Debbie Osborne for NMRing out of three games.

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is Noon CST 7 Nov 98

ERRATA: F BER's order last time should've been "S anybody but Engler".

VOTE: Concession to England falls 3-2; the concession to E/I falls 3-2.

MIRKWOOD: The Brits have occupied MOS & PAR and cannot be forcibly dislodged from either, but MAR has been taken by the Italians and it too is defensible. WAR is a ripe for British plundering, but so too is SPA to a Franco-Italian effort. The three retreats are the key to thwarting a British victory this year -- along with close Franco-Italian and Russo-Turkish cooperation. Can the Small Four bury their differences long enough to halt the British juggernaut?

TROOP MOVEMENTS

Italy retreats A MUN ott. Russia retreats A RUM ott. England builds A EDI, A LON & F LPL. France tears F GAS. Italy tears F TYN. Turkey builds A CON & A SMY.

ENGLAND (Anderson): A Lvn S A StP-Mos, F Spainsl H, F Ber S A Kie-Pru, F Bal C A Kie-Pru, F Eng C A Lon-Bel, A Bre S A Pic-Par, F Mid-Wes, A Kie-Pru, F Nth C A Edi-Nwy, A Mun S A Bel-Bur, A Bel-Bur, A Pic-Par, A StP-Mos, A Edi-Nwy, A Lon-Bel, F Lpl-Int;

FRANCE (Fruehi): (A Par Bur-It-???)

ITALY (K. Wilson): A Pie-Mar, (F Ion Hir-???)L A Tri S A Bud, F Lyo S A Pie-Mar (A Bud S A Tri L, Tri-Tri, A Tri S A Tri);

RUSSIA (R. Fisher): A Mos-War, A Sov-Rum, (A Arm-Ank), A Ser S A Sov-Rum;

TURKEY (McCabel): F Ang-Ion, F Gre S F Ang-Ion, (A Rum S A Vie-Budlr-???, If Bla-Ank), (A Vie-Budl, A Con-Bel, (A Smy-Arm).

Orders in brackets fall; amb = ambiguous order, d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; ott = off the board; ottm = unit on the move; (u) = unit unordered.

French A PAR must retreat ott or to GAS. Italian F ION must retreat ott or to ADR, ALB, APU, EAS, NAP, TUN, or TYN. Turkish A RUM must retreat ott or to GAL or UKR.

Due next time are the retreats and orders for Fall 1911.

CLASSIFIEDS

Dismantle the Tower - the English are coming...the English are coming...





WORMTONGUE STRIKES!! TURKEY COOKED, ITALY STABBED!

XII

Fall 1903

1998i

MINAS MORGUL: It appears to be the beginning of the end for both Turkey and Italy. Only a modicum of Austro-Russian cooperation will assure that Islam is no longer a threat to Christian Europe. Italy's choice of disbandment will tell volumes for his options for resistance. Meanwhile England hunkers down and awaits, what? A French invasion of WAL employing a German fleet? Or perhaps a Russian fleet ensconced in NTH?

TROOP MOVEMENTS

England retreats F NTH to LON.

AUSTRIA (Fryling): A Gre-Nap, A Bel-S RUS F Bla-Con, F Aeg S RUS F Bla-Con, [A Tri S ITA A Tri-Ven][nao], F Ion C A Gre-Nap, A Vie S A Tri;

ENGLAND (Shacklett): F Edi S F Nrg-Nth, F Nrg-Nth, F Ion S F Nrg-Nth;

FRANCE (Boym): [A Tus-Rom], A Bur S GER A Mun, [F Wea S F Lyo-Tyn], [F Lyo-Tyn], A Bel S GER F Hol, [A Pie-Ven];

GERMANY (R. Fisher): A Den H, A Mun H, F Hol-Hel, F Nth-Eng, A Rus-Hol;

ITALY (McCabel): [F Tun-Wes], [F Tyn S F Tun-Wea], [A Tri-Pie], [A Ven-Rom];

Russia (Powbleet): F Ska-Nwy, A StP-Lvn, A Nwy-Swe, F Bla-Con, F Rum-Bla, A Sev-Arm, A Mos-Ukr;

TURKEY (Gardner): [A Arm-Sev], A Ank S A Con, [A Con S A Ank]r-???

Orders in brackets fail; nso = not so ordered; nsp = no such place; orb = off the board.

Turkish A.CON must retreat orb or to SMY.

SUPPLY CENTER CHART:

AUS: Bud Tri Vie Gre Ser Bul +Nap [7] Build 1

ENG: Edi Lon Lpl [3] Even

FRA: Bre Mar Par Por Spa Bel [6] Even

GER: Ber Kie Mun Hol Den [5] Even

ITA: -Nap Rom Ven Tyn [3] Tear 1

RUS: Mos Sev StP War Rum Swe Nwy +Con [7] Build 1

TUR: Ank Con Seny [2] Tear 1 *

* IF A CON r-orb, EVEN.

Due next time are orders for the retreat, builds/tears, and Spring 1904 and Press. Ms Nor craves Preak!

EMBASSY BEAT

Russia-France: Sure you can. Right under the ribs.





BALKAN WARS

Greece Rocks!

Fall 1910

1998 J

pb08

CLIFFHOME: Greece has jumped out to an early lead with three captured centers. Hapless Serbia can avoid the humiliation of disbanding a unit due to a fortuitous avenue of retreat. Turkey is the other "Sick Man of the Balkans" with no net growth.

TROOP MOVEMENTS

Turkey retreats A CONE to SMY.

ALBANIA (McCabe): F NAS-Bos, A Tir S A Val-Sko, A Val-Sko;

BULGARIA (Anderson): A Sof-Dub, A Ard-Thr, [F Cone S A Ard-Thr], F Var S A Sof-Dub;

GREECE (R. Fisher): F Cyc-Cre, [A Thr S TUR A Smy-Cone], F Cor-Mal;

RUMANIA (K. Wilson): A Buc S A Tra-Bel, [F Dub Hjr-??], A Tra-Bel;

SERBIA (Gardner): [A Bel S A Nis](-??), A Nis S A Sko, [A Sko S A Nis];

TURKEY (B. Wilson): F SBS-Izm, [A Smy-Cone], F EMS-Cyp.

Orders in brackets fail; amb = ambiguous order; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

Romanian F DUB must retreat either oth or to CONA, NBS, or SBS. Serbian A BEL must retreat oth or to CRO, HER, or MON.

SUPPLY CENTER CHART:

ALB: Mon(?) Tir Val +Bos

14/3) Build 1/Even *

BUL: Pls Sef -Thr Var +Cone +Dub

(5) Build 1

GRE: Ath Sel Spa +Cre +Mal +Thr

(6) Build 3

RUM: Buc Cons Gal +Bel

(4) Build 1

SER: -Bel Nis Sko +Mon(?)

(2/3) Tear 1/Even **

TUR: -Cone Izm Smy +Cyp

(3) Even

* If Serbia retreats A BEL to MON, will be even.

** Serbia will be even if A BEL r-MON or -oth, otherwise must tear one.

Due next time are your orders for builds/tears and Spring 1911.

PRESS:

Turkey-Bulgaria: Greedy! Bulgars should be taught a lesson.



**WAR EXPECTED!!
Orders Due Next Time!**

Winter 1998/91

XIII

1998?

Just a reminder that your orders for the first turn of "Boris XIII" are due next month. In case you forgot, the players are:

AUSTRIA: Bob Holliday

ENGLAND: Chris Trent

FRANCE: Heath Gardner

GERMANY: Pete Boyum

ITALY: Dave Anderson

RUSSIA: James Kanne

TURKEY: James "Wormtongue" Frying

CIRCVS MAXIMVS
Turn XV

A Game of
Chariot Races

SPRING! SPRING! SPRING! SPRING!

ODDS	COLOR	DRIVER (CDM/DN)	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Red	Raisdrex Al-Ghul (+1/8)	L	y	0/0	751-	-4	11	3/2
6-1	Black	Josephhs(+2/10)	M	n	0/0	3434	32	16	3/2
6-1	Blue	Sartorius (+2/10)	L	n	0/3	6445	27	21	2/2
12-1	White	Flippus Maximus (+1/8)	M	y	0/0	4443	17	16	2/2
247-1	Yellow	Won Hung Lo (+2/8)	H	y	0/0	2325	5	14	2/1
	Brown					6433	30	16	2/2
	Purple					6435	30	18	3/2
	Green		L		0/0	7436	29	20	3/2

Turn XVI:

JOSEPHHS: 16, out/whip. Ahead 10, out 1, ahead 4, attack FM cart to east. FM brakes (6+2 vs 9+1; -2 END).

FLIPPUS MAXIMUS: 16, whip (5, -5 END) = 21. Ahead 2, attack J cart-horse. J doesn't evade (3+1 vs 6+2; 8-3 = 1 inj to #1 horse). Ahead 18.

BROWN Team: 16. Ahead 16.

PURPLE Team: 18. Ahead 18.

GREEN Chariot: 20. Ahead 20.

SARTORIUS: 17. Ahead 1, wheel check (4), corner strain at 2 over (14-2 = 12 = 5; -2 END), wheel check (6). Involuntary ram on RAG, who (naturally) declines to evade, so cart to cart attack (8 +2-3) = 1 = 6 = attacker's chariot damaged: 11-3 = 8 = 3 damage to right wheel, wheel check (6 = 1) damage; no lane change, lose 1 MP next turn. Ahead 16.

WON HUNG LO: 14. Ahead 8, in 1, ahead 3, attack S cart to east. S fails to brake (12+2 vs 11+2; 10+2-2 = 10 n/r). Ahead 1.

RAISDRE AL-GHUL: Permanently lose 1 MP, so 10. Ahead 10.

Due next time are orders for Turn XVI. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lanes to finish in if possible. Orders for Won Hung Lo will be randomly chosen from those submitted.

COLOR	DRIVER (CDM/DN)	CART	Whip	Wheels	TEAM	END	Speed	D/E	
4-1	Red	Raisdrex Al-Ghul (+1/8)	L	y	0/0	751	4	10	3/2
6-1	Black	Josephhs(+2/10)	M	n	0/0	2434	32	15	2/2
6-1	Blue	Sartorius (+2/10)	L	n	0/7	6445	25	21	3/2
12-1	White	Flippus Maximus (+1/8)	M	y	0/0	4443	10	16	2/2
247-1	Yellow	Won Hung Lo (+2/8)	H	y	0/0	2325	5	14	2/1
	Brown					6433	30	16	2/2
	Purple					6435	30	18	3/2
	Green		L		0/0	7436	29	20	3/2



D.R.R.A.

THE CAST (in tie-break order)

LONDON (Farrow): 8121, 6K, 80M, 16C, SV-10
 BARCELONA (Fruehl): 8104, 3K, 80M, 16C, SV-10
 GENOA (Hanna): 856, 5K, 80M, 7C
 VENICE (J Bargender): 875, 5K, 125M, 9C, Gal-2
 PARIS (McCabe): 898, 2K, 125M, 11C, SV-10

ADV: A,I,N,R,S,V,X
 ADV: A,E,F,I-K,N,O,S,R,V
 ADV: A,E,I,N,R,V
 ADV: F,I,R
 ADV: A,E,F,S

There is a surplus of Silk and a shortage of Gold & Ivory.

TURN 5.2: RIVIERA'S TURN

Venice buys 8t. Genoa buys 11L. London buys 13t. Barcelona buys 14t. Paris buys 27t.

TURN 5.3: PLATYCAURUS' TURN

Venice plays "Fur" (V +828, P +87) and "Black Death" on Region IV. All T removed, all C reduced to 1T.

Genoa plays "Alchemist's Gold" on Barcelona; BAR loses 852.
 London plays "Enlightened Ruler" and "Revolutionary Uprisings". B goes up 3 ML. G & V go up 1 ML.
 Barcelona plays "Stone" (G&P +89, V +81).
 Paris plays "Gunpowder", "Armor" and "Stirrups" now Misery Burdens.

DUE NEXT: Turn 6.4 (Purchase), Turn 6.5 (Expansion), and 7.3 (Buy Card).

STATUS

PARIS (McCabel): 887, 1K, 150M, 11C, SV-10	ADV: A,E,F,S
VENICE (J Bargender): 896, 3K, 150M, 9C, Gal-2	ADV: F,I,R
LONDON (Farrow): 895, 4K, 80M, 16C, SV-10	ADV: A,I,N,R,S,V,X
BARCELONA (Fruehl): 845, 2K, 125M, 11C, SV-10	ADV: A,E,F,I-K,N,O,S,R,V
GENOA (Hanna): 854, 5K, 90M, 7C	ADV: A,E,I,N,R,V

MAP

B: C @ Alg, Ang, Cre, Fez, Grk, Pol, Sev, Sic, Tun, WAL, Wat; 1T @ Arm, Ath, BAR, Barea, Basq, Lib, Lla, Ord, Por, Tol, Va.

G: C @ Flo, GEN, Lyo, Mar, Mil, Nap, Rom; 1T @ Barl

L: C @ Acr, Alep, Ber, Col, Che, Con, Cyp, Edi, Erz, Icc, LON, Smy, Sue, Tre, Yor; 4T @ Por; 1T @ Alex, Corn, Jer, Lev.

P: C @ Basl, Bor, Bru, Col, Dg, Mon, Nur, PAR, StM, Str, Trt; 1T @ SiG, Tun.

V: C @ Bel, Bud, Dub, Pms, Salo, Tun, Var, VEN; 1T @ Bre, Cort, Dur, Eas, Gal, Kaf, Selz.

Your cards (Karten) are:

LEGEND: B = BAR, C = colored circle, c = white circle, G = GEN, Gal = galley, K = cards, L = LON, M = misery level, OC = ocean going, P = PAR, SV = seaworthy vessel, T = colored token, t = white token, V = VEN.

Player Holdings (in Capital Choice order):

VENICE (Bargender) \$98. 2K, 80M, 11C, 4-Gal	A,B,E,I,J,N,R,V,W,X
BARCELONA (Hanna) \$122. 5K, 80M, 14C, 10-Ship	A,I,R,S,V
PARIS (McCabe) \$104. 1K, 90M, 12C, 1-OverSea	A,I,J,N,R,S,T
HAMBURG (Copeland) \$132. 5K, 125M, 12C, 1-OverSea	A,E,F,I,N,R,S,T,V,X
LONDON (Bolduc) \$94. 3K, 90M, 11C, 1-OverSea	A,E,I,N,R,S,T
GENOA <Out of Game>	

Token Allocation:

PAR buys 4t, VEN buys 6t, BAR buys 8t, LON buys 18t, and HAM buys 32t. PAR passes on Surplus reduction of Metal and Stone

Card Plays:

PAR - no card play

VEN - no card play

BAR - play "Wool" - +\$32 for BAR & LON, play "Christopher Columbus" 1st Leader - Invulnerable to patronage

LON - play "Black Death" on Area VI - major destruction follows...

HAM - play "William Caxton" - no patronage protection and play "Long Bow" - Ham flexes muscles...

Mapboard: (C = City or Domination Marker, t = Token)

HAM: C @ Cologne, Prague, Novgorod, Riga, Stockholm, Lubeck, Danzig, Kiev, Granada, East Indies & Hamburg; It @ Stettin, Copenhagen, Suze & Smolensk

PAR: C @ Paris, St. Malo, Montpellier, Dijon, Strasburg, Bordeaux, Bruges, Trebizond, Sarai, Tana, Potti & Sicily; 3t @ India

BAR: C @ Barcelona, Valencia, Toledo, Basque, Lisbon, Seville, Fez, Algiers, West Africa, Tripoli, Tunis, Crete, Constantinople & Angora; It @ Toulouse, Palma, Leon & Oran

VEN: C @ Venice, Florence, Milan, Dubrovnik, Basel, Rome, Budapest, Vienna, Belgrade, Salicenka & Nuremberg; It @ St. Gall, Esseg, Durnazzo, Corfu, Athens, Bari, Salzburg & Cagliari

LON: C @ London, Edinburg, Portsmouth, York, Chester, Bergen, Waterford, Iceland, Erzerum, Varna & China; 1t @ Konigsberg, Shetlands, Cornwall, Kaffa, Gallipoli & Wales

GEN: C @ Marseilles, Lyons, Naples, Genoa & Smyrna; It @ Acre, Cairo, Alexandria, Cyprus & Aleppo

Player Holdings (in Capital Choice order):

VENICE (Bargender) \$92. 2K, 80M, 11C, 6t, Gal-4	ADV: A,B,E,I,J,N,R,V,W,X
BARCELONA (Hanna) \$146. 3K, 80M, 14C, 8t, SV-10	ADV: A,I,R,S,V
PARIS (McCabe) \$100. 1K, 90M, 12C, 4t, OC-1	ADV: A,I,J,N,R,S,T
HAMBURG (Copeland) \$100. 3K, 125M, 11C, 32t, OC-1	ADV: A,E,F,I,N,R,S,T,V,X
LONDON (Bolduc) \$108. 2K, 90M, 11C, 18t, OC-1	ADV: A,E,I,N,R,S,T
GENOA <Out of Game>	

LEGEND: B = BAR, C = colored circle, t = white circle, G = GEN, Gal = galley, K = cards, L = LON, M = misery level, OC = ocean going, P = PAR, SV = seaworthy vessel, T = colored token, t = white token, V = VEN.

Orders due next are for Purchase, Expansion and Card Purchase orders. Conditional orders and/or general intentions are highly encouraged.

WINE IS FINE

All Quiet!
SR. 3

Basis: Farrow earned 25 not 20 from private companies so cash balance = 69

PRESS: "In spite of the troubles of our president Bill Clinton, our board of directors wish to assure potential investors that our railroad will be sound in good times and bad." J. Ringhoffer, president C & O Railroad.

Individual Income and status thru end Operating Round #2

	Cash	Certificates
D. Farrow	69	SV, M&H,2 B&O, NHHN
P. Zieske*	144	4 NYNH&H(prz)
J. Butitta	242	3 B&O(prz)
J. Ringhoffer	72	4 C&O(prz)
R. Fisher	75	2 B&O, 2 NYNH&H
C. Hanna	98	C&A, 1 PRR, 2 B&O
* PRIORITY		

CORPORATION STATUS AT END OF OPERATING ROUND

Company	Prez	Value	PAR	Pool	IO	CASH	TRAINS	TOKENS	AVAIL
B&O	JB	A100	100	0	1	240	3222	115, J14	1 D&H
NYNH&H	PZ	B90	90	0	3	460	222	G19N, F22	0 C&SL
C&O	JR	nf	82	0	6				
PRR	nf	n.s.	0	0	9				

STOCK ROUND #3

Zieske Purchase NYNH&H from I.o. [144-90=54]

Butitta Purchase B & O from I.o. [242-100= 142]

Ringhoffer P A S S

Fisher P A S S

Hanna P A S S

Zieske P A S S

Butitta Purchase NYNH&H [142-90 = 52]

All Pass

Ringhoffer has priority. B&O sold out stays at A100

	Cash	Certificates
D. Farrow	69	SV, M&H,2 B&O, NHHN&H
P. Zieske	54	5 NYNH&H(prz)
J. Butitta	52	4 B&O(prz) NYNH&H
J. Ringhoffer*	72	4 C&O(prz)
R. Fisher	75	2 B&O, 2 NYNH&H
C. Hanna	98	C&A, 1 PRR, 2 B&O
* PRIORITY		

CORPORATION STATUS

Company	Prez	Value	PAR	Pool	IO	CASH	TRAINS	TOKENS	AVAIL
B&O	JB	A100	100	0	0	240	3222	115, J14	1 D&H
NYNH&H	PZ	B90	90	0	1	460	222	G19N, F22	0 C&SL
C&O	JR	nf	82	0	6				
PRR	nf	n.s.	0	0	9				

TRAINs Available - 3333 4444 555 666 DDDDDDD

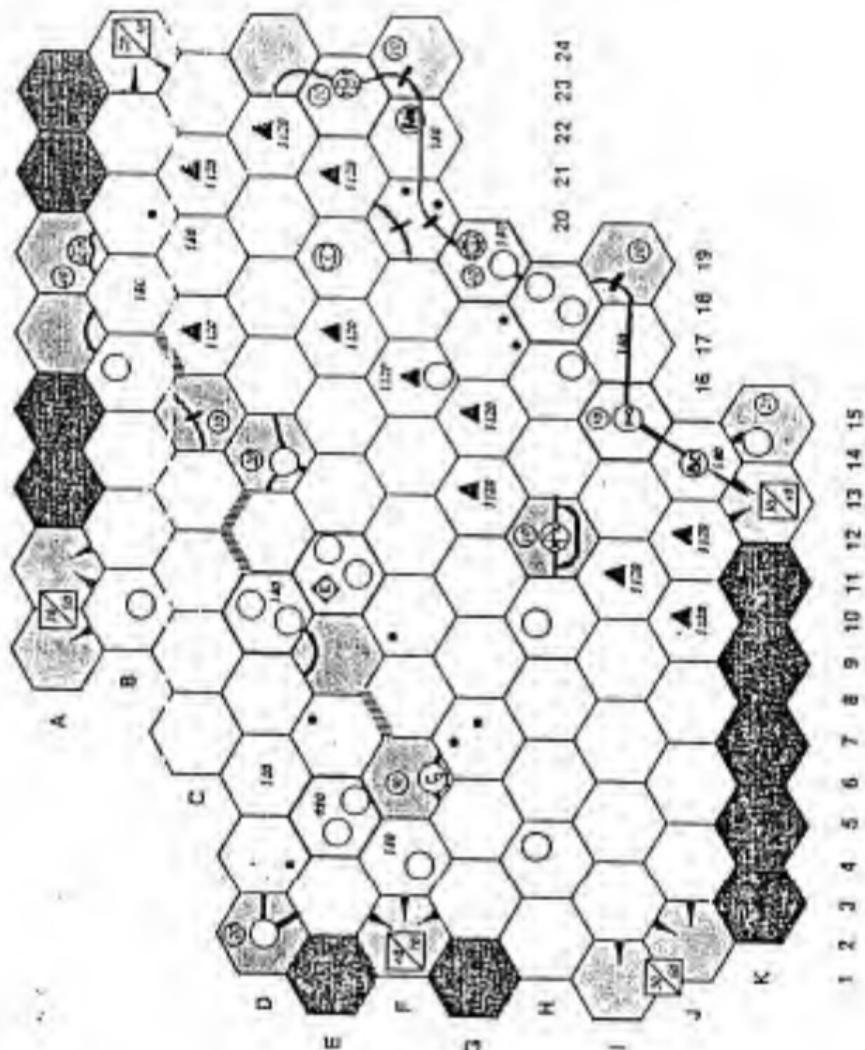
TILES AVAILABLE

Special Note Tiles #8 & #9 are unlimited

Yellow: #110) #5-7121 All others available

Green ALL

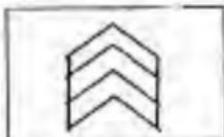
Orders requested for Operating Rounds #3.1 & 3.2. Deadline to DoD is 2 Nov.



1856

SGT PRESTON

SR3 & OR



ERRATA: GT had a run of P9-N11 in OR 2 i which wasn't listed but was paid in the final stats. Hanna has \$135. WR couldn't take a 3rd loan since only 2 shares were in the hands of players. Don has therefore dropped the price of NPSB from \$150 to \$130.

PLAYER STATUS

Hanna	\$135, 3 GW(Pr)
Wordeleimann	\$100, W&S, 2 LPS(VP)
Farrow	\$72, CC, 2 GT(Pr)
Frueh	\$220, SCFT, 1 LPS
Chinnery	\$242, 2 WR(Pr) <Priority>
Butitta	\$110, 2 LPS(Pr)

CORPORATION STATUS

Corp	Prz	Value	IO	Pool	Par	Cash	Trains	Loans	Tokens	Other
LPS	JB	A110a	5	0	\$100	\$145	2222	2	C14,(1)	Port
GT	DF	A110b	8	0	\$100	\$0	22	0	P9,(2)	
WR	DC	E75	7	1	\$75	\$16	3	2	O16,(2)	NPSB
GW	CH	F70	7	0	\$65	\$170	3	3	F15,(3)	Flos

SR 3

Chinnery buys 1 WR from IO (DC: \$242-75 = \$167, WR: \$16+75 = \$91).

Butitta buys 1 LPS (JB: \$110-100 = \$10; LPS: \$100 into escrow).

Hanna buys 1 WR from IO (CH: \$135-75 = \$60; WR: \$91+75 = \$166).

Wordeleimann sells 2 LPS and buys the president's certificate of CA at \$80/share. (WW: \$100+220-160 = \$160; CA = \$160) LPS plummets to C90.

Farrow buys 1 GW (DF: \$72-65 = \$7; GW: \$170+65 = \$235).

Frueh sells 1 LPS and buys 1 GT (MF: \$220+90-100 = \$210; GT: \$0+100 = \$100). LPS sinks to D80.

Chinnery buys 1 GW (DC: \$167-65 = \$102; GW: \$235+65 = \$300).

Butitta passes.

Hanna sells 1 WR and buys 1 GW (CH: \$60+75-65 = \$70; GW: \$65 in escrow). WR drops to F70.

Wordeleimann buys 1 CA (WW: \$160-80 = \$80; CA: \$160+80 = \$240).

Farrow passes.

Frueh buys 1 GT (MF: \$210-100 = \$110; GT: \$100 into escrow).

Chinnery buys 1 GT (DC: \$102-100 = \$2; GT: \$200+100 = \$300).

Butitta passes.

Hanna buys 1 GW (CH: \$70-65 = \$5; GW: \$65+65 = \$130 in escrow).

Wordeleimann buys 1 CA (WW: \$80-80 = \$0; CA: \$240+80 = \$320).

Farrow passes.

Frueh buy 1 GT, takes over Presidency (MF: \$110-100 = \$10; GT: \$100 into escrow).

Chinnery, Butitta, Hanna, and Wordeleimann pass.

Farrow sells 2 GT & 1 GW and buys Presidents share of CV, setting par at \$90 (DF: \$7+220+70 - 180 = \$117; CV: +\$180). GT sinks to C90 while GW drops to G65.

Frueh, Chinnery, Butitta, Hanna, and Wordeleimann pass.

Farrow buys 1 CV (DF: \$117-90 = \$27; CV: \$180+90 = \$270).

All pass. Frueh has the priority.

We halt here to take a deep breath and watch the dust settle. One railroad has changed bands and two new ones have been founded. Our next time will be orders for ORs 3.1 and 3.2.

PLAYER STATUS

Hanna S5, 5 GW(Pr)
 Wordelmann S0, W&S, 4 CA(Pr)
 Farrow S27, CC, 3 CV(Pri)
 Frush S10, SCFT, 3 CTI(Pr) <Priority>
 Chinney S2, 3 WR(Pri), 1 GT
 Buttina S10, 3 LPS(Pr)

CORPORATION STATUS

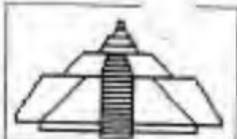
Corp	Priz	Value	IO Pool	Par	Cash	Eacrow	Trains	Loans	Tokens	Other
GT	MF	C90	4 2	\$100	\$300	\$100	22	0	P9,(2)	
CV	DF	B90	7 0	\$90	\$270			-	(3)	
LPS	JB	D80	4 3	\$100	\$145	\$100	2222	2	C14,(1)	Port
CA	WW	C80	5 0	\$80	\$320			-	(3)	
WR	DC	F70	5 2	\$75	\$166		3	2	O16,(2)	NFSB
GW	CH	E65	3 1	\$65	\$300	\$130	3	3	F15,(3)	Flas

TRAIN AVAILABLE: 333444455566DDDDD...

The Bank has \$ 10,115.

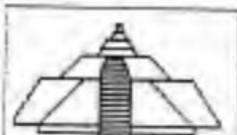
TILES AVAILABLE: #1(1), #2(1), #3(3), #4(3), #5(2), #6(1), #7(6), #8(13), #9(12), #10(4), #15(1), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1), #28(1), #29(1), #55(1), #56(1), #57(3), #58(3), #59(2), #60(1), #61(1), #121(1)





ADVANCED CIVILIZATION

**Barbarians Return!!
New Assyria?
Turns 17.9-17.11a**



ERRATA: Egypt has 4T at Buhen.

TURN XW

17.9: TRADING: Illyria buys gold.

Babylon trades Papyrus, Salt & _____ to Egypt for Timber, Ochre, & _____

Thrace trades 2 Ochre & _____ to Ibetsia for 2 Timber & _____

Thrace trades Salt, Grain & _____ to Illyria for 2 Papyrus & _____

17.10: CALAMITIES:

Volcano/Earthquake: Illyria loses Londinium.

Treachery: Assyria destroys Antoch (no tokens in stock to reduce with)

Superstition: Illyria reduces Appollonia, Ithaea, and Rome.

Barbarian Hordes: 1ST attack Egypt at Thebes (-C, -7BH, leave 3T! 5T vs Buhen (-3T each, 2 BH & 1 EG remain).

17.11: CIV CARD PURCHASE: Babylon buys Law (170) for one Gem (w MINING 32), two Resin (28), two Wine (20), two Grain (16), one Ivory (9), one Dye (8), one Bronze (6), one Ochre (11), and 50 credit. Egypt buys POTTERY (45) for two Salt (12), 30 credit & 2t. Ibetsia buys METALWORKING (80) for three Oil (36), two Hides (14), 20 credits, & 20t. Thrace discards Ochre.

We halt things here to allow Africa and the new Assyrian to purchase a CIV card and thus avoid a tax revolt.

Just to keep things straight, you have _____ tokens in treasury (0), _____ tokens in stock, and _____ tokens on the board. Your expected taxes are _____ t, leaving you _____ to cover your max population growth of _____ T. Your cards are:

Due next time are: Civ Card buys, and Turn 18 from taxation to buying gold.

THE BOARD

AFRICA (Nestl): C @ Cirta, Corduba, Cyrene, Thagata, Tripoli; 1S @ Cyrenaica, Campania, 3T @ Palermo; 2T @ Balnearia, Campania, Cyrenaeica, E Mauritania, Jalo, Libya, New Africa, Numidia, Sabrata, Tarantum, Tripolitania, Tunisia, W Mauritania, 1T @ Milazzo. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC, DRAMA & POETRY, ASTRONOMY.

ASSYRIA (Scott?): C @ Media, 3T @ Armenia, Nineveh, Van; 2T @ Bithynia, Cilicia, Cyprus, Galatia, Ionia, Kanesh, Mikop, Sirope; JT @ Assyria, Cappadocia, Caucasus, Kuban, L Armenia, Lydia, Nakhik, Phrygia. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY.

BABYLON (Anderson): C @ Aleppo, Arabia, Babylon, Carrhae, Jericho, Mari, Parthia, Susa; 4T @ Babylon; 3T @ Sumeria, Syria, Tyre; 2T @ Mesopotamia, Phoenicia; JT @ Sidon, Ur, Ur. COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, ENLIGHTENMENT, MEDICINE, LITERACY, LAW.

CRETE (Beyum): C @ Crete, Rhodes; 2T @ Dalmatia, Delphi, Illyricum, Knossus; 1T @ Athens, Argos, Chalets, Chalipis, Epirus, Eretria, Rhine, Thessaly. METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING.

EGYPT (Ringhofer): C @ Sardes, Sparta; 2T @ Alexandria, E Desert, Gaza, Ptolemais, Sinai, W Desert; 1T @ Buhen, U Egypt. MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE, ENGINEERING, POTTERY.

IBERIA (Farow): C @ Ankara, Gordium, Massilia, Sardinia; 1S @ Massilia; 3T @ Aquitania, Narbo, 2T @ Etruria, New Carthage, Pyrenees; 1T @ Boetia, Hispania, Iberus, Lugdensis, Lusitanus, Terracensis. CLOTHMAKING, POTTERY, MYSTICISM, MUSIC, METALWORKING.

ILLYRIA (Jo Kanne): 4T @ Germany; 3T @ Belges, Pannonia; 2T @ L Germany, Rome, Rubicon, Semnium; 1T @ Apollonia, Gaul, Illyria, Neapolis, Rhaetia, Sudeten, U Germany. DRAMA & POETRY, POTTERY, CLOTHMAKING.

PIRATES (Nar): C @ Carthage, Ebisus, Phoenicia, Salamis; 3T @ Thebes, 1T @ Bubon.

THRACE (Ziesker): C @ Byzantium, Moesia, Thera, Thessalonia, Troy, Tyras; 5T @ Danubia; 3T @ Dacia, Scythia; 2T @ Thrace; 1T @ Crimea, Ionia, Lemnos, Lesbos, Paecnia. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING, MUSIC, LITERACY, ASTRONOMY.





MAGIC REALM

SIR QUIER DEAD, XYLA PETRIFIES!
Demons Again!



CPC: CASC:

Dave Anderson: Buster the Berserker
 John Butitta: Rosalinda Irontoes the Amazon
 Don Chismery: Wanderer the Pilgrim
 Pitt Crandallire: Fern Crystallight the optional Woods Girl (inactive)
 Dan Farrow: Sir Quier the White Knight
 TJ Klausmeyer: Old Bat the Witch with DC her Familiar (deceased)
 Phil McCabe: Connor the Dwarf (deceased)
 Connor Jr the Dwarf
 Debbie Osborne: Xyla the optional Woods Girl

EVENING, 8

COONSOCK ROLL • 2

MT4: Sir Q faces off against the TF Demon, thrusting H6 while charging H6. The demon casts "Power of the PM" IS, 3 + Forget with a time of 3 while dodging 4. Sir Q's MAGIC 15* chit is fatigued and his sword becomes readied.

Sir Q finds himself in the monster's clutches. He thrusts HS* and moves HS* while the demon smashes 5 and ducks 2, so both miss. Sir Q fatigues his MOVE TB* chit.

This time the demon thrusts 5 and charges 2 right onto the hungry point of Sir Q's sword as he again thrusts HS* and charges HS*. The demon dies, and Sir Q gains 6 Farse and 8 N and fatigues his FIGHT TB* chit.

CV4: Rosalinda shouts angrily "I may humble myself before the mighty Order, but I won't take any slop from these Soldier scum". Weapons flash out of scabbards, spears are unleashed and the battle begins. Leroy (L2) lures Sebastian (SH2), Lancelot (LH2) lures Sammy (S2), Larry (L1) lures Steve (S1), and Rosalinda lures Stanley (S3), and Lenny (L3) attacks Stanley from the flank. Leroy smashes H4 while his pony ducks 4 and Sebastian thrusts H5 and charges 5. Lancelot smashes M3 and rides ducking 3 while Sammy swings M4 and dodges 5. Larry smashes M3 and rides ducking 3 while Steve smashes M4 and ducks 5. Lenny smashes M4 while Rosalinda swings M3** ducking M4 and Stanley swings H6 and dodges 5. The soldiers are cut down to a man. Rosalinda fatigues a FIGHT M4* chit. Rosalinda & gang appropriate the Soldier's stuff: 2 short swords, two thrusting swords, 1 staff, 1 helmet, 2 shields, and _____ and _____. Rosalinda earns 16 N and 10 gold.

DAY 9

COONSOCK ROLL • 2

Lancers @ House: Follow Rosalinda.

Rosalinda Irontoes @ CV4: M NW2, M NW4, M EV5, M EV2, R(FIGHT M4*).

Connor Jr @ DW2: M DW3, M DW5. Reveal Stink M, Lost Castle 1, Howl 5, Hoard 6, Patter 5, Lair 3, Flutter 2.

Buster & RS-7 @ DW3: H15, 4 + yl H, M DW5, M EV2

Xyla @ DW3: NMR: H14 + yl H, H, H, Petrifies.

Sir Quier @ MT4: H14, 2 + yl R(MAGIC 15*), S(Lost- 6, 3 = no); S(Loot: 6, 3 = no); S(Loot: 6, 4 = no); Reveal Smoke M, Shrine 4.

Wanderer @ MT4: S(Loot: 6, 3 = no); S(Loot: 6, 1 = no); S(Loot: 6, 4 = no); S(Loot: 4, 3 = no).

COMBAT: Buster could break concealment and attack Rosalinda and the Lancers (just smell all that foof!). Sir Quier could attack Wanderer.

Due next time, Combat and Spells for Day 9 and orders for Day 10.

BOARD NOTES: The Inn is at Bad Valley 4. The Chapel is at Evil Valley 5. The ghosts are at ...Continued on next page



AGAMEMNON

EPOCH 1



THE CAST:

Azure: David Anderson Black: Pitt Crambessire Green: Dan Farrow
Orange: Lord Khaos Purple: Debbie Osborne Red: Paul Zieske

Options in Play: Preservation of Culture (colored monuments), Fortresses, US Navy may place fleet in Atl or Pac, not both), Persistence of Culture (extra event cards)

EPOCH 1: Board

PL: CreC.fl, Mor, Ptn, Lev

R3: NIKC,RM), Neb, Ars, Sha, Shu, Lib

WE: LTHC,B, MTL,Zag

Fleets: EMSIP

Score ISP/VPI: P4/5), R5/9), A0/0L B10/0L G10/0L O4/0)

Due next time: Indus Valley, Babylonia, Shang Dynasty and Aryans. Tis rumored that Phil Nast is taking over the Orangemen from the missing Lord Khaos.

- MAGIC REALM (continued from previous page)

Dark Valley 5. The House is at Curst Valley 4. The Guard are at Awful Valley 5. The Lost Castle is at DW1. The Hoard, the T F Dragon, a T dragon and both H F dragons are at DW6. The Lair and Fern w/ the Flowers of Rest (GOLD) are at DW3. The Shrine and the T F demon are at M14. The Patrol is at the Chapel.

DEAD PICE: 3 bats, 3 H spiders, 1 giant, T F demon, 4 Soldiers.



STELLAR CONQUEST

JTH: Due next are orders for combat and production for Turn 40 and for Movement for Turns 41-44. Remember, this is a variable ending game, so Turn 44 has a 50% of being the last turn.

Willie: Have replacement, but will be/she actually replace?

Tommy: Awaiting Turn 18 combat and revisions to orders for Turns 19-20.

THE GAME

David Anderson (A)

Don Chinnery (C)

Debbie Osborne (O)

Kevin Wilson (W)

Anderson dumps 4L. Farrow (F) takes over from Osborne and dumps one brick, two lumber, and one ore. Chinnery steals one brick from F.

TURNS 7.3-8.3:

F: 9. C collects grain from b3. A & F collect lumber from e4. No trade. No action.

W: 6. C collects 2 brick, W collects 1 brick, and F collects 1 wool. No trade. No action.

A: 6. C collects 2 brick, W collects 1 brick, and F collects 1 wool. No trade. Build road d4/e4 (+1 brick & lumber).

C: 9. C collects grain from b3. A & F collect lumber from e4. No trade. Buy a card (+1 grain, ore, & wood).

F: 5. F collects 1 grain; W collects 2 grain. Trade 1 wool to W for 1 brick. Build settlement at g2/g3/b3 (+1 wool, grain, lumber, brick).

STANDING TRADE OFFERS:

Wilson will trade 1 brick or grain for 1 ore or wool.

TURNS 8.4-9.4 Rolls:

Wilson: 7 Anderson: 6 Chinnery: 7 Farrow: 5 Wilson: 11

Due next are your orders for Turns 8.4-9.4. Include your trade druthers and what you'll do if a trade is made.

Player	brick	grain	lumber	ore	wool	VP	Knights	Cards
Anderson	0	4	2	1	0	2	0	0
Chinnery	4	1	1	0	0	5	0	0
Farrow	0	1	2	0	1	3	0	1
Wilson	1	3	1	0	1	3	2	0

LEGEND:

? generic 3:1 port

dice number

C/e hill hex / brick special port

D desert hex

F/f forest hex / lumber special port

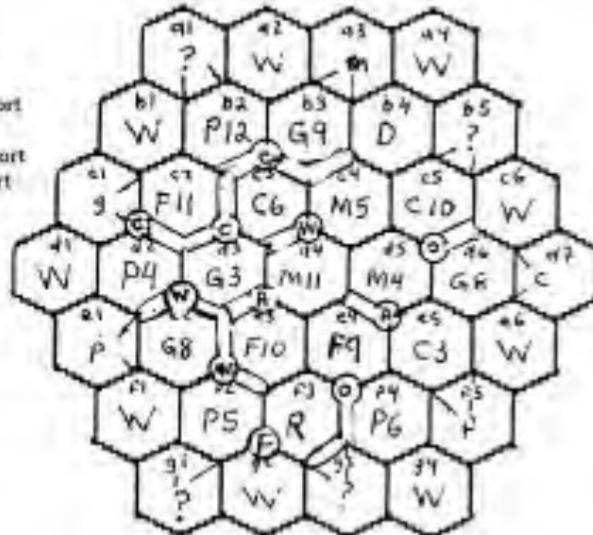
G/g grain hex/grain special port

M/m mountain hex / ore special port

P/p pasture hex/ wool special port

R robber

W water tile



THE CATE

#1: David Anderson (A) #2: Dan Farrow (F) #3: Don Chinnery (C) #4: Paul Zieske (Z)

A: 4. C collects 1 lumber. Z collects 1 wool. No trade. No action.

F: 8. A collects 1 lumber. Z collects 1 ore. No trade. No action.

C: 8. A collects 1 lumber. Z collects 1 ore. No trade. No action.

Z: 10. A & F collect 1 grain. No trade. Buy a card (-1 grain, wool & ore).

A: 6. C & Z collect 1 wool. F collects 1 ore. No trade. No action.

STANDING TRADE OFFERS:

F will trade 1 wool for 1 ore.

Rolls for Turns 2.2-3.2:

Farrow: 7 Chinnery: 3 Zieske: 8 Anderson: 8 Farrow: 8

Due next time are orders for Turns 2.2-3.2.

Player	brick	grain	lumber	ore	wool	VP	Knights	Cards
Anderson	1	1	2	0	0	2	0	0
Farrow	0	2	0	2	1	2	0	0
Chinnery	0	0	3	0	2	2	0	0
Zieske	0	0	1	1	2	2	0	1

LEGEND:

? generic 3/1 port

H/b hill hex / brick special port

F/l forest hex / lumber special port

M/o mountain hex / ore special port

P/w pasture hex / wool special port

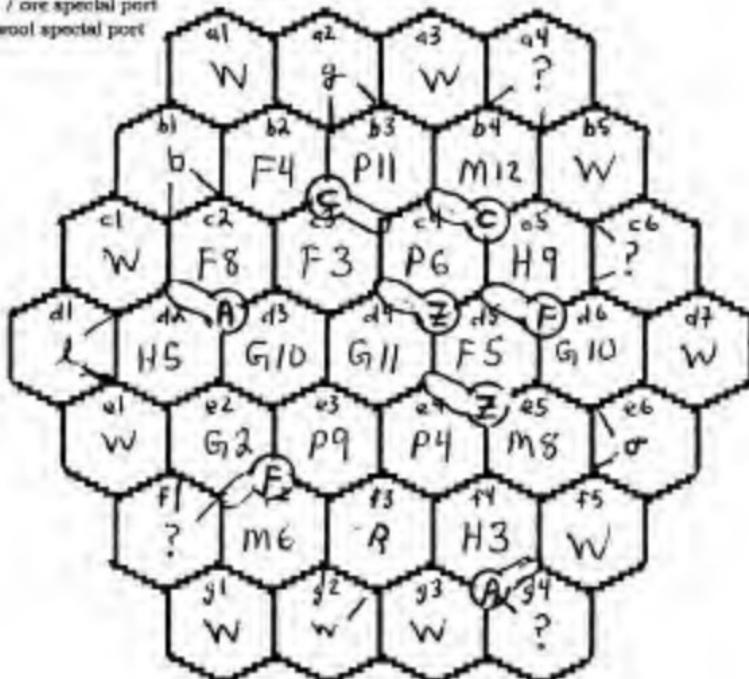
R: robber

W: water tile

dice number

D: desert hex

G/g: grain hex/grain special port



ON DECK

1830: Copeland

ADV CIV: Mr., Crandlemire(?), Osborne(?), Khaos(?), Anderson; need 3 more
AGE OF RENAISSANCE: Copeland

AIR BARON: Copeland, Crandlemire(?), Osborne, Buttita, Ringhoffer, Wordelmann
BRITANNIA: Khaos(?), Hanna, Boyum, Copeland

CIRCUS MAXIMUS: Copeland

Tourney Rules: Anderson, Crandlemire(?), R Fisher, need 5 more

CONQUISTADOR: Copeland, Crandlemire(?), York

DIPLOMACY:

Regular: Gerani(?)

Colonial: McCabe, Anderson, Boyum, Sandoval, B Wilson need 2 more

DOWN WITH THE KING: Copeland

DUNE: R Wilson, Anderson, Crandlemire(?), R Fisher, Saunders(?); need 2-5 more

GLADIATOR Bloodbath: Crandlemire(?); need 5 more

GUNSLINGER: Anderson, Crandlemire(?), Farrow; need 4 more

JUNTA: Copeland

KREMLIN: R Fisher, K Wilson, Buttita, Crandlemire(?); Anderson, Holliday

MAHARAJA: Crandlemire(?); K Wilson, Khossi(?), Hanna, Anderson

MERCHANT OF VENUS: Buttita, Chinney, K Wilson, Wordelmann; need 2 more

MONSTERS RAVAGE AMERICA: Buttita, TJ & L Klausutis(?)

REPUBLIC OF ROME: Centurion Populus

RUSSIAN CIVIL WAR: Crandlemire(?), K Wilson(?), A Bargender, Copeland

SILVERTON: Zieske, Chinney, Farrow, Holliday, Wordelmann; need 1 more

TITAN: Crandlemire(?), Khaos(?), Anderson, A & J Bargender, need 1 or 2 more

OTHER POSSIBILITIES: 1829 (IN OR OUT), 1856, 1870, AD 4000 (*), CIRCUS IMPERIUM, HISTORY OF THE WORLD, KAMAKURA, MACHIAVELLI, PLANET MINERS, SOURCE OF THE NILE (*)

* Offered by guest GM, when space is available.

Games now running, have run, ran/run by e-mail, and COULD RUN.

I-NET

A. & J. Bargender: alanb@star96fm.com
 P. & M. Boldur: pbboldur@aol.com
 P. Beynon: pbeynon@redshift.com
 T. Butcher: chikakob@aol.com
 J. Buttita: docjob@execpc.com
 D. Chinney: wu@eo.com
 P. Crandlemire: pitto@ymccon.com
 D. Farrow: dwfwi@deca.net
 R. Fisher: rfisher@tsaoc.net
 W. Fowble: wfobbe@aol.com
 M. Frueh: 70413.2331@compuserve.com
 J. Fryling: jfryling@juno.com
 H. Gardner: bassoon@mindspring.com
 C. Hanna: och@nada.navy.mil
 C. Hassler: 70514.37@compuserve.com
 R. Holliday: jammybob@hotmail.com
 J. & J. Kanne: jkanne@means.net

L. Kendler: lkend@erols.com
 L. Khaos: lkhaos@hotmail.com
 M. Martinson: cartman916@hotmail.com
 J. McQuinn: jmcquinn@delphi.com
 P. McCabe: pmccabe@exxel.net (Exp 14E)
 P. Nast: dn1000@aol.com
 P. Saunders: wandsnp@tidabwave.net
 J. & R. Shacklett: jahack@btel.com
 C. Trent: christ198@aol.com
 K. Welch: welch@danenet.wicp.org (Exp 21E)
 B. Wilson: dolphin_146@hotmail.com
 K. Wilson: oklevew@aol.com
 W. Wordelmann: wukch@tx.netcom.com
 A. York: wandrew@compuserve.com
 P. Zieske: zieskepigbaxter.com
 R. Zimmerman: latheyburn@aol.com

OUR SUBSCRIBERS

David Anderson, 915 Williamsbury Rd, Apt 143, Waterford, MI 48328; (248) 738-1849
Alan & Jason Bargender, 2124 Greenbud, Mosinee, Wisconsin 54455; (715) 359-0833
John Boardman, 234 East 19th St, Brooklyn, NY 11226-5302
Peter Boyum, 750 Oak St, Monterey, CA 93940; (408) 656-0218
Tom Butcher, 12269 Horada Rd, San Diego, CA 92128-2713
John Buttitta, 339 Ninth, Neenah, WI 54956; (414) 725-7218
Don Chinnery, 3606 Florham Place, Asheville, NC 28806; (704) 665-7853
Rick Copeland, 1531 Pack Horse Rd, Winchester, VA 22603; (540) 888-4415
Pitt Crandlemire, 7 Franklin St #3, Brookline, MA 02416; (617) 773-6315
Daniel Farrow IV, 18 W Felton Ave, Ridley Park, PA 19078; (215) 552-16701
Michael Fisher, 43 W Mannheim St Apt 2, Philadelphia, PA 19144-2942
Ron Fisher, 210 Normandy Dr, Wilmington, NC 28412; (910) 385-8330
Wade L. Fowble, 1127 Longbrook Rd, Lutherville, MD 21093-6307; (410) 828-8753
Mark Frueh, 1128 Olympus, Naperville, IL 60540; (708) 357-7780
Jim Fryling, 5444 Bonnie Ave SE, Kentwood, MI 49508; (616) 261-2756
Heath Gardner, 3017 Mayview Rd, Raleigh, NC 27607
Chuck Hanna, 379 Wielt Ct, Severna Park, MD 21148-1912; (410) 544-3077
Chris Hassler, 681 Canda Circle, La Habra, CA 90631; (714) 773-0940
Robert Holliday, 8015 McFarland, Indianapolis, IN 46227; (317) 889-7925.
James Kanne, RR1 Box 77, Franklin, MN 55333
Lee Kendler, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951
Lord Khaos, 4029 Longstown Ave, Lincoln Park, MI 48146
T.J. Klausutis, 1607 E Mariah Way, FWB, FL 32547; (850) 314-9453
Eddie LaForge, 910 Hill N' Dale Dr, Tupelo, MS 38801; (601) 844-2439
Michael Lowery, 4322 Water Oak Rd, Charlotte, NC 28211; (704) 366-2311
Philip McCabe, 1107 Oakland Ave, Sheboygan, WI 53081; (920) 459-9392
Jamie McQuain, 1619 Shroyer Rd, Dayton, OH 45419; (937) 298-0836
Matt Martinson, 5943 N Santa Monica Blvd, Milwaukee, WI 53217; (414) 332-6421
Wayne Morrison, Unit 61900 Box R-782, APO AE 09809
Philip Naat, 4318 Rhine Dr, St Louis, MO 63033; (314) 839-9906
Debbie Osborne, 20832 Tuck Rd, Site 32, Farmington Hills, MI 48336; (248) 473-7482
J. Ringhofer, Rt 2, Box 574, Pounding Mill, VA 24637; (540) 964-5479
Jeff Sandoval, 2415 17th Ave, Columbus, GA 31901; (706) 523-2329
Paul Saunders, 124 Hopeland Lane, Sterling, VA 20164; (703) 4406-4157
Jack & Rose Shacklett, 365 Hobbs-Reesor Rd, Vine Grove, KY 40174; (502) 828-4281
Chris Trent, 8553 Bandit Vista Dr, Elk Grove, CA 95624; (916) 685-7772
Conrad von Metzke, 4374 Donald Ave, San Diego, CA 92117
Brad Wilson, 123 N 3rd St, 3rd Floor, Easton, PA 18042; (610) 923-6610
Kevin Wilson, 373 Gateford Dr, Ballwin, MO 63021; (314) 391-9865
Bill Wordemann, 541 Canyon Trail, Carol Stream, IL 60188-1364; (630) 665-8304
Andrew York, PO Box 201117, Austin, TX 78720-1117
Paul Zieske, 3501 Keenan Lane, Glenview, IL 60025; (847) 498-9237
Roger Zimmerman, 1726 Eakes Rd, Hatley, WI 54440

DEADLINE FOR MOST GAMES IS 1200 CENTRAL TIME 7 NOV 98

The Bottom Line

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BORIS THE SPIDER

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